In Discussion D-5 (ca. 1912) 1922 FT7 Tao FT7

Amusements. Among the natives of east central Africa, the chief form of amusement, apart from dancing, might be said to be sitting and chatting; it is interesting to note that there is a word to express "sitting up all night talking." Often the younger members of the community will gather about one of the older men and listen to his stories of travel or fighting in the old days, and some men gain quite a reputation as raconteurs. Or again riddle asking is indulged in to pass the time. Women and girls do not assist at these sittings. 521

Among the Yao youth, wrestling, *ku-lingana* (from *ku-linga*, to try), is practised with a fixed grip and no leg-work; the victor always commemorates his victory by hitting the man who is down, and pummelling his face with his fist or a stone. 526

A ball game, played originally with a ball of native rubber from which it derives its name, *mpira*, is a great favourite among boys. A dozen or more are divided into sides but all mixed up together. The ball is then thrown into the air to a member of the same side, any of the opposite side jumping into the air to try and catch it, accompanied by the clapping of hands to time.

"Hide-and-seek," *chijumajuwa*, and "touch," *chuo or chuchila* (*chijuwa*, Chin.), are played by boys.

Chimoyo: toward the end of the ball game, when it is decided to finish, each boy as he catches the ball puts it to his nose to smell (*ku-nunga*, to smell). He is then "out." At the end of a game of "touch" played in the water, when one touches another, he jumps out of the water, puts his cloth up to his nose "to smell," and is then "out." His cloth may be thrown to him to "smell" while still in the water, after which he gets out without hurry. The object is not to be the last "in." I am unable to explain this custom. 524

Kumchila-lwanu is played by girls, *mahala*, from "*chi*" the onomatopoeic sound when catching anything.

Mchezhuwo: the Board and Counter game is played in nearly every Yao village. Dr. Sanderson[1] has given a very complete account of a number of the games played by the several tribes in Nyasaland and I need add nothing to his explanation of the methods of playing. [17]

Similar games are widespread throughout Africa and are well known on the West Coast under the name *mancala*. The several games are played, either simply with holes in the ground and small stones, or with a board and a kind of seed procured from Zanzibar. The board is called *mchezhuwo* and the pebbles or seeds or other convenient "counters" *ajimchezo*. Dr. Sanderson uses this word as the name of one of the games. The Angoni call the counters *mandu*. The holes in the board or in the ground (Pl. XXIII, fig. 11) are called *lyato* (*ding. chijatu*) from *ku-pata*, to strike, beat, or put down with a final, to "plank down," and refers to the way the counters are "planked down" in the holes on the board when playing. The large container at the end of the board is simply to hold the counters out of play and is called *ngumbo*, "the house," or *kinuba*, "the hole." The counters are

[1] Alexander G. Sanderson, "Native games of Central Africa," *Journ. Anth. Inst.*, 1912, vol. 42, p. 750-780.